

Serial No. 09/865,458  
Amdt. Dated August 24, 2004  
Reply to Office Action of February 24, 2004

Docket No. LGE-0007

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) ~~In a user adaptive multimedia system reflecting user preference information extracted from user history information, an~~ An apparatus for mapping object data for ~~an efficient~~ matching between user preference information and content description information, comprising:

a server (provider) system for transmitting an object data expression information table defining expression information about object data having various expressions of the same content, and information about multimedia program data to be serviced to a user, wherein the object data expression information table includes an identifier for expressing at least one first object data of the same content and at least one second object data different from the first object data; and

a user (client) system for mapping object data having various expressions by receiving content description information ~~transmitted~~ from the server system, namely, an including the object data expression information table and the information about multimedia program data, performing a matching ~~between~~of the received content description information with and user preference information extracted from user history information about a prior multimedia program and getting user preference of contents described in the received content

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description information, and reflecting the ~~gotten~~-user preference information to a multimedia system.

2. (Currently Amended) The apparatus of claim 1, wherein the object data expression information table includes one identifier for expressing one object data and ~~not less than~~at least one object data different from each other.

3. (Cancelled)

4. (Currently Amended) The apparatus of claim 1, wherein the object data expression information table includes one identifier for expressing ~~not less than~~at least one object data of the same content, and an identifier link for identifying object data which is variously expressed as one object of the same content when one object data is variously expressed.

5. (Original) The apparatus of claim 1, wherein the server (provider) system and the client (user) system jointly own the object data expression information table or the server (provider) system generates the object data expression information table and provides it to the client (user) system or the server (provider) system generates the object data expression

information table and stores it in a preference information table of the client (user) system as a lookup table format.

6. (Original) In an apparatus for mapping object data for an efficient matching between user preference information and content description information, a server (provider) system, comprising:

a content description information storing unit including an object data expression information table defining various expressions of object data; and

a multimedia data storing unit including data streams of a program to be serviced to a user.

7. (Currently Amended) In an apparatus for mapping object data for an efficient matching between user preference information and content description information, a client (user) system, comprising:

a data receiving unit for receiving an object data expression information table transmitted from a server (provider) system, data streams from a multimedia data storing unit, and outputting the data;

a decoder being inputted the data outputted from the data receiving unit, decoding and outputting it;

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a preference information table for storing user preference information extracted from user history information about a prior multimedia program as a table format;

a data read/write controlling unit for reading and writing data of the preference information table;

a preference information processing unit for mapping object data having various expressions by performing a matching between data decoded in the decoder, namely, including data in the content description information storing unit of the server (provider) system and the preference information data of the preference information table and outputting new user preference information, and for reflecting the outputted user preference information to a multimedia system; and

a display being inputtedfor receiving the user preference information outputted from the preference information processing unit and outputting it through an outputting medium.

8. (Currently Amended) The apparatus of claim 7, wherein the outputting medium includes at least one of a CATV, a TV, a VOD, a digital broadcast, an Internet broadcast, or an Internet retrieval site.

9. (Currently Amended) A method for mapping object data for an efficient matching between user preference information and content description information, wherein a

server system and a client system can perform mapping of ~~same~~said object data by jointly owning an object data expression table and comparing identifiers included in the object data expression table.

10. (Currently Amended) A method for mapping object data for ~~an efficient~~ matching ~~between~~ user preference information and content description information, comprising:

providing a table including identifiers about various object data and information about various expressions of object data included in content description information of multimedia data provided from a server to a client by constructing an object data expression information table and comparing object data of the object data expression information table with object data of a preference information table in updating of preference information; and

updating a preference information table of the client by comparing and compounding the provided table with a preference information table of a client.

11. (Currently Amended) ~~In a user adaptive multimedia system reflecting user preference information extracted from user history information, a~~ A method for mapping object data for ~~an efficient~~ matching ~~between~~ user preference information and content description information, comprising:

transmitting an object data expression information table defining expression information about object data having various expressions of the same content, and information about a multimedia program data to be serviced to a user; and

mapping object data having various expressions by receiving the transmitted content description information, ~~namely, including the~~ object data expression information table and information about multimedia program data, and performing a matching between the received content description information and user preference information extracted from user history information about a prior multimedia program, and getting user preference information of contents described in the received content description information, and reflecting the ~~gotten~~ user preference information to a multimedia system.

12. (Currently Amended) In a server (provider) system, a method for mapping object data for ~~an efficient~~ matching between user preference information and content description information, comprising:

storing an object data expression information table after defining the object data expression information table including various expressions of object data; and  
storing data streams of a program to be serviced to a user.

13. (Currently Amended) The method of claim 12, wherein ~~the storing process for~~ storing the object data expression information table ~~after defining it comprises the steps of:~~

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defining one identifier for expressing one object data and storing the defined identifier in a table; and

generating ~~not less than~~at least one different object data and storing the ~~not less than~~at least one different object data in a table.

14. (Currently Amended) The method of claim 12, wherein ~~the storing process for~~ storing the object data expression information table ~~after defining it~~ comprises ~~the steps of:~~

defining one identifier for expressing ~~not less than~~at least one object data of the same content and storing the one identifier in a table; and

generating ~~not less than~~at least one different object data and storing the ~~not less than~~at least one different object data in a table.

15. (Currently Amended) The method of claim 12, wherein ~~the storing process for~~ storing the object data expression information table ~~after defining it~~ comprises ~~the steps of:~~

defining one identifier for expressing ~~not less than~~at least one object data of the same content and storing the one identifier in a table; and

defining an identifier link by a UML method for identifying various object data as one object of the same content when one object data is variously expressed.

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16. (Currently Amended) In a client (user) system, a method for mapping object data for ~~an efficient~~ matching ~~between~~ user preference information and content description information, comprising:

receiving an object data expression information table transmitted from a server (provider) system and data streams from a multimedia data storing unit and outputting the received data;

decoding the data after being inputted the outputted data;

storing user preference information extracted from user history information about a prior multimedia program as a table format;

performing a matching ~~between~~of the decoded data and preference information data; and

outputting a result of the matching ~~in order to reflect provide~~ the result to a multimedia system.

17. (Currently Amended) A method for mapping object data for ~~an efficient~~ matching ~~between~~ user preference information and content description information, comprising:

providing an object data expression information table from a content description information constructor to a preference information constructor when the preference information constructor and the content description information constructor do not own jointly an object data expression information table of the same content in comparing and updating of

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content information between the preference information constructor and the content description information constructor; and

updating a preference information table of the preference information constructor by using information of the provided object data expression information table after comparing the preference information table of the preference information constructor withand the provided object data expression information table.

18. (Currently Amended) The method of claim 17, wherein the updating process comprises the steps of:

generating direct information such asincluding at least one of an actor's name, a director's name, ora producer's name, or a table including identifiers for expressing one or not less thanat least one object data of the same content and various expressions by the identifiers by the content description information constructor;

providing the direct information or the table generated from the content description information constructor to the preference information constructor; and

updating athe preference information table by the preference information constructor by comparing the direct information or the table provided from the content description information constructor with athe preference information table of the preference information constructor.

19. (Currently Amended) The method of claim 17, wherein the updating process comprises ~~the steps of:~~

generating a table including identifiers for expressing ~~one or not less than at least~~ one object data of the same content and representative expressions by the identifiers by the content description information constructor;

providing the table generated by the content description information constructor to the preference information constructor; and

updating the preference information table by mapping an item of the preference information table same as the each identifier corresponded to a representative expression of the table provided from the content description information constructor by the preference information constructor.

20. (Currently Amended) A method for mapping object data for ~~an efficient~~ matching ~~between~~ user preference information and content description information, comprising:

providing direct information stored in a content description information constructor to a preference information constructor as a lookup table format when the preference information constructor and the content description information constructor do not jointly own an object data expression information table of the same content in comparing and updating of content information ~~between~~ ~~of~~ the preference information constructor and the content description information constructor;

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transforming the direct information of the lookup table into identifiers in comparing of content information ~~between\_of~~ the preference information constructor and the content description information constructor; and

updating ~~a~~ preference information table by the preference information constructor after comparing identifiers stored in the preference information table ~~with\_and~~ the transformed identifiers.

21. (Original) In a user adaptive multimedia system, a multimedia service method, comprising:

acquiring each identifier of objects used as a preference reference and a corresponding preference value from a preference information table, upon request for a multimedia service reflecting user preference by a client;

retrieving multimedia data by finding possible expressions corresponding to each identifier described in preference information from the preference information table and comparing the found expressions with object expression information included in multimedia content information provided from a multimedia provider in order to retrieve multimedia data including an object corresponding to each identifier; and

reflecting the acquired preference value and outputting the retrieved multimedia data to the user.